AMD Linux Driver 2022.10 Release Notes

1. Overview

AMD's Linux® Driver's includes open source graphics driver for AMD's embedded platforms and other peripheral devices on selected development platforms.

New features supported in this release:

1. Main line kernel 5.16 stable support.
2. Bug fixes.

2. Linux® kernel Support

1. 5.16.0 stable

3. Linux Distribution Support

1. Ubuntu 20.04.3

4. Component Versions

The following table shows git commit details of the sources and binaries used in the package.

The patches present in patches folder of this release package has to be applied on top of the git commit mentioned in the below table to get the full sources corresponding to this driver release. The sources directory in this package contains patches pre-applied to these commit ids.

Component Name	Version	Commit ID	Source Link for git clone
Kernel	5.16.0-stable	df0cc57e057f18e44dac8e6c18aba47ab53202f9	https://github.com/torvalds/linux/tree/v5.16
Libdrm	2.4.110	56f81e6776c1c100c3f627b2c1feb9dcae2aad3c	https://github.com/freedesktop/mesa-drm.git
Mesa	22.0.0	a82920af6efa4a7a66919885c6477fbd8fdc7b9d	https://github.com/mesa3d/mesa.git
Ddx	21.0.0	0d68a91dce88eeacd15bf1159ddc6200a01b1f2e	https://github.com/freedesktop/xorg-xf86-video-amdgpu.git
Gstomx	1.0.0.1	5c4bff4a433dff1c5d005edfceaf727b6214bb74	git://people.freedesktop.org/~leoliu/gstomx
Wayland	1.15.0	75c1a93e2067220fa06208f20f8f096bb463ec08	https://github.com/wayland-project/wayland
libva	2.8	3cc2212c38630ffcdc6b38e0bd867845adee5ed9	https://github.com/intel/libva.git
libvdpau	1.1.1	af517f56d64118520aa0c8456318dd9ec3307e94	https://github.com/freedesktop/libvdpau.git
LLVM	14.0	e879b2bf82ef2d096d2c0e5147ebac541a7b8828	https://github.com/llvm/llvm-project
Firmware	Master	cd01f857da28abc170ebf19216945873ec7d5fec	https://git.kernel.org/pub/scm/linux/kernel/git/firmware/linux-firmware.git
Vulkan	refs/tags/v-2021.Q1.3	a5c5765efbec508b44088a456b4b631854c861e1	https://github.com/GPUOpen-Drivers/AMDVLK/tree/v-2022.Q1.3
Supported Applications			
LunarG Vulkan SDK	1.2.182	NA	https://vulkan.lunarg.com/sdk/home#linux
Vulkan CTS	1.2.6		https://github.com/KhronosGroup/Vulkan-CTS.git
RGP	1.6	NA	https://github.com/GPUOpen-Tools/Radeon-GPUProfiler/tree/v1.6

5. Features Supported on APU

Supported features are shown in the following table.

Feature Group	Feature supported	V1500P	R2000(R2314/R2312)
2D	2D acceleration	No	Yes
3D	EGL 1.4, 1.5, EGL extensions.	No	Yes
3D	OGL 4.5, OGL 4.6	No	Yes
3D	GLX 1.4	No	Yes
3D	DRI3 support	No	Yes
3D	DRI3 updates (VDPAU, VAAPI)	No	Yes
3D	Vulkan Open Source	No	Yes
2D	10 bit Display	No	Yes
Audio	DP Audio supports for standard	No	Yes
Audio	I2S Audio	No	Yes
Display	EDID(Basic)	No	Yes
Display support	X and Desktop support	No	Yes
Display support	Tear Free Desktop	No	Yes
Display support	Partial support RandR 1.4 capabilities	No	Yes
Display support	Kernel Mode Setting	No	Yes
Display support	4K60HZ display support	No	Yes
Display support	Multi-GPU support (Refer table below for dGPU pairing)	No	No
Display support	No of Displays supported (Refer display support table below)	-	-
Display support	4K cinema	No	No
Display support	DP MST	No	Yes
Display Support	Single Large Surface (SLS)	No	No
Play back	Play back support MPV player using VAAPI / VDPAU	No	Yes
Play back	Play back support for Gstreamer using VAAPI, gstomx (not recommended)	No	Yes
Play back	1080p 24fps, 30 fps and 60fps video play back	No	Yes
Play back	4k 30fps video play back	No	Yes
Play back	4k 60fps video play back	No	Yes
Power Management	Power Play support to re-clock	No	Yes
	initial GPU reset support	No	Yes
	Power Play sysfs interface for manually selecting clock speeds	No	Yes
	S3	Yes	Yes
	S5	Yes	Yes
VDPAU Post	Deinterlace	No	Yes

Processing			
VDPAU Post Processing	Edge Enhancement	No	Yes
VAAPI Postprocessing	Deinterlace	No	Yes
Transcode	4k Encode	No	Yes
Video Quality	Scaling and color space conversion (CSC)	No	Yes
Video Quality	Pull down detection and Deinterlacing	No	Yes
Video Quality	Support for software scaling	No	Yes
Video Quality	Support for hardware scaling	No	Yes
Video Quality	10-bit Decode with 10 bit render	No	Yes
Compute	OpenCL	No	No
dGMA –OpenGL		NA	NA
dGMA - OpenCL		NA	NA
fTPM		Yes*	Yes
RJ45	1G	Yes	No
	2.5G	Yes	No
	10G	Yes*	No
SFP+ (connector)	1G	Yes*	No
	10G	Yes*	No
eMMC	BC	No	No
	HS200	No	No
	HS400	No	No
SD Card	SD UHS I – SDR50	Yes	Yes
	SD UHS I – SDR104	Yes	Yes
	SD UHS I – SDR104	Yes	Yes
I2C		Yes	Yes
USB	2.0, 3.1	Yes	Yes
SATA		Yes	Yes
UART		Yes	Yes
WDT		Yes	Yes
SMBUS		Yes	Yes
SPI Kernel Driver *		Yes	Yes

*Bilby platform only

*To make use of SPI kernel driver on Bilby Platforms, Required BIOS which has enabled SPI Entry in the ACPI table. Default BIOS doesn't have this. Please contact FAE for the required BIOS.

6. Features Supported on DGPU:

2022.10 Linux driver Not supported any Embedded dGPU's.

Display support:

Platform	No of display(s)
R2000(R2314/R2312)	3

HW codec support

Codec	API	Middleware/framework
H.264 decode	VAAPI, VDPAU, OMX	ffmpeg-VAAPI, ffmpeg-VDPAU, gst-VAAPI, gst-OMX
H.265 decode	VAAPI, VDPAU, OMX	ffmpeg-VAAPI, ffmpeg- VDPAU, gst-VAAPI, gst- OMX
H.265 10bit->8bit decode (PF & V1000 only)	VAAPI	ffmpeg-VAAPI
MPEG2 decode	VAAPI, VDPAU, OMX	ffmpeg- VAAPI, ffmpeg- VDPAU, gst-VAAPI, gst- OMX
MPEG4 Part2 decode	VDPAU	ffmpeg- VDPAU
VC1 decode	VAAPI, VDPAU	ffmpeg- VAAPI, ffmpeg- VDPAU, gst- VAAPI
H.264 encode	VAAPI, OMX	gst-VAAPI, gst- OMX,
VP9 decode	VAAPI	Ffmpeg-VAAPI

7. Platforms Supported

1. R2000(R2314/R2312)
2. V1500P/V1500B

8. Tested platform configurations

The following tables show the system configuration that was used for testing the driver package.

R2000	
APU	R2000
OPN's	R2312, R2314
APU TDP	12-25W, 12-35W
BIOS version	RBP1000B
VRAM setting	4GB
RAM	16GB
Display Convertors / Dongles Used	DP to HDMI, HDMI
Storage disk	SSD, M.2

V1500	
CPU	V1500
OPNs	V1500P and V1500B
TDP	16W and 25W
BIOS version	RBB1208A_RV_PCO
RAM	16GB (2x8GB DDR4 2400)
Storage disk	SSD, M.2

9. Issues fixed

1. VAAPI Encode video has corruption and artifacts while doing frame rate up scaling.
2. SME is not enabled.
   Note: SME is not functional with amdgpu driver. Please use nomodeset for SME functionality.
3. Less throughput observed with UDP compared to TCP.
   Note: Able to achieve comparable bandwidth with UDP with IXChariot tool.

10. Known Issues/Limitations

R2000 issues:

1. Stutter observed for video playback through chromium browser.
2. Glitches observed with zoom calls on 3x4k/1080p display configuration.
3. Lag observed with teams video conference, PPT, browser on 3x4k display configuration.
4. One of the display goes blank after boot with 3xTrue 2K MST configuration.
5. Stutter observed at times on secondary displays with 3x4k config.
6. Sporadically Type C to Type C Hot plug fails.

Common Issues:

1. Few of the display blank out with MST hub in 5.4 kernel.
2. Few of the VulkanCTS 1.2 test cases fails with error of VK_ERROR_OUT_OF_HOST_MEMORY.
   [Workaround]: Vulkan CTS 1.1.3 works fine.
3. IO Page fault logs observed while loading the I2S module.
4. HP Z27s monitor resolution change does not take effect sometimes.
   Recommendation: Not to use the monitor since the monitor issues HPD pulse during Changing resolution causing to revert to previous/native resolution sometimes.
5. Hotplug root node of DP MST monitors in daisy chain or via Hub fails.
   Workaround: To always connect or disconnect monitors in MST configuration one by one and not at root node level.

6. All MST displays goes blank while booting with MST Hub and MST off on the monitors.
7. Tearing/Stutter observed during 4k@60fps playback on 2x4k monitors.
   Workaround: Use zaphord Head configuration to play 4k@60fps video on multi monitor setup.
8. Hard hang observed for Piglit tests.
   Workaround: Piglit test passed without arb_tessellation_shader-tes-gs-max-output test cases.
9. Stuttering observed with glmark2 on mGPU config.
   Workaround: Use multi screen configuration to resolve the stutter.
10. [BE]: Observed Issues with HotPlug on Bald Eagle.
11. [BE]: S3 Fails randomly on BaldEagle with IOMMU enabled.
12. Issues with refresh rate change/rotate using xrandr command.
13. Export MESA_GLES_VERSION_OVERRIDE=3.2 to run OGL ES 3.2 CTS.
14. Hot plug results in blank display of one of the monitors when using startx mode.
15. B-frame support is not available in vaapi encode.
16. MF has limitation of displaying 2 – 4K monitors, 3rd 4 K monitor will not get displayed.
17. Following OGL CTS test cases do not work
    a. GL45-CTS.stencil_texturing.functional
    b. GL45-CTS.multi_bind.dispatch_bind_textures
    c. GL45-CTS.multi_bind.dispatch_bind_image_textures
    d. GL45-CTS.arrays_of_arrays_gl.SubroutineFunctionCalls2
    e. GL45-CTS.sparse_buffer_tests.BufferStorageTest
    f. GL45-CTS.shader_atomic_counters.basic-usage-fs
    g. GL45-CTS.shader_atomic_counters.basic-usage-vs
    h. GL45-CTS.shader_atomic_counters.basic-usage-gs
    i. GL45-CTS.shader_atomic_counters.basic-usage-tes
    j. GL45-CTS.shader_atomic_counters.basic-usage-cs
    k. GL45-CTS.parallel_shader_compile.CompilationCompletionNonParallelTest
    l. GL45-CTS.parallel_shader_compile.CompilationCompletionParallelTest
    m. GL45-CTS.enhanced_layouts.ssb_member_offset_and_align
    n. GL45-CTS.enhanced_layouts.vertex_attrib_locations
    o. GL45-CTS.parallel_shader_compile.MaxShaderCompileThreadsTest

XGBE:

1. 10G SFP Hot plug(FC) is not working.
2. [XGBE]: Force mode(Auto negotiation disabled) is not supported in RJ45.
3. Sporadically 2.5G Network is established after a delay of more than 20 sec for SFP 2.5 on Port 0/1.
4. 10G SFP Hot plug(FC) is not working with NetGear switch(XS724EM model)
5. Can't concurrently enable SFP+ and RJ45 interfaces.
6. No IEEE 1588 Timestamp support.
7. No receive Split header support.
8. Following features should be functional but have not been fully validated: Priority and VLAN (VLAN Priority Control), RMON Counter, VLAN support and Receive-Side scaling, 2.5G TCP/IP offload (duplex) and 2.5G jumbo frames (duplex).

Below is the type of SFP/RJ45 modules used in the XGBE validation of this release.

Type	Model	Part Number
1G SFP - RJ45	BEL	SFP-1GBT-06
1G SFP - RJ45	Finisar	FCLF8521P2BTL
10G SFP+ passive direct cable	Finisar	F17CC004893
10G SFP optical	Finisar	FTLX8574D3BCL
10G SFP optical	Finisar	FTLX851D3BCL
10G SFP optical	Intel	E10G42BTDABLK
10G SFP optical	Intel	AFBR-709DMZ-IN2

Third Party Issues/Limitations:

1. Terminal switching results in hard hang randomly. Issue root caused gnome which is third party component.
   https://bugs.launchpad.net/ubuntu/+source/gdm3/+bug/1758512 .
2. Switching to console mode upon hotplug results in soft hang. Issue root caused gnome which is third party component.
   https://bugs.launchpad.net/ubuntu/+source/gdm3/+bug/1758512 .
3. Stutter can be observed when stream framerate and monitor refresh rate are different. This is expected phenomenon. Stutter cab be minimized with interpolation option in mpv. But it can introduce corruption and other side effects.

Troubleshoot

The user-space components are selected with the best possible availability of stable components at the time of release.

The user-space components are available to the users through open source policy. Please be adviced to upgrade the open source user-space components as per need and resolution through latest user-space.

The Embedded release for open source component is based on Ubuntu 18.04.1 distribution.

Here are a few troubleshoot pointers for resolution for non-amdgpu components.

1. In multi-GPU use-case, a monitor connected to APU doesn't come up while boot during multiscreen rendering. The monitor connect to dGPU loads correctly.
   This issue happens because of gnome desktop environment used by 18.04.1. The gnome desktop environment does not support multi-screen configuration. To fix this issue, use XFCE desktop environment.
2. dmesg points to "Bandwidth validation fails", one of the monitors gets blackout after connecting more than 2 - 4K monitors on MF
   When display load fails the bandwidth validation, there is no fallback mechanism provided through the Linux OS. Under such situation, customers can reduce the refresh rates or resolution of monitor for the getting the monitor lightup.
3. Unigine Heaven Pro shows white screen
   Follow the following steps to allow GLSL #extension directives in the middle of shaders

   1. Install driconf (sudo apt-get install driconf)
   2. Run driconf (sudo driconf)
   3. In application settings add Unigine heaven if it does not exist (application name: Unigine Heaven, Executable name: heaven_x64)
   4. Add: Allow GLSL #extension directives in the middle of shaders: Yes (using "add setting" button. You can remove all other settings if present)
   5. Retry unigine heaven

4. Suspend/Resume with and without playback
   Use systemctl suspend rather than pm-suspend.

   Below link suggests the usage of systemctl suspend.
   https://askubuntu.com/questions/1792/how-can-i-suspend-hibernate-from-command-line
   More details on why systemd is preferred over other tools
   https://wiki.archlinux.org/index.php/Systemd

11. Support

Please contact your Field Applications Engineer for support on this release.